FM 3-0

OPERATIONS

Gen Alpha Slang Edition

Straight Fire!!

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Approved for public release; but probably shouldn't be...
This publication supersedes FM 3-0, if reader is born after 2005.
HEADQUARTERS, DEPARTMENT OF THE ARMY

Foreword

Bruh, here's the deal: the Army's all about staying lit on the battlefield, like always. We're talking full send—land dominance, flexing hard with combined arms, and vibing with joint forces to keep it 100. The world's been kinda crazy lately with haters trying to be giga-Chads, acting all cringe, and straight doin' to much. So, we gotta level up our game, stay adaptive, and be ready to clap back anywhere, anytime.

This manual's basically the blueprint for how we roll—big brain moves, squad goals, and nonstop W's. It's not just about holding the line; it's about owning the space, making plays, and leaving no crumbs. Let's get it.

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UNITED STATES ARMY CERTIFIED DEPENDENT
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This publication is only available to those built different and who slay all day.

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No. 3-0 Operations

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Preface

FM 3-0 is the Army's ultimate guide for handling big ops across all domains. It shows how we dominate on land, team up with the joint force, and bring the heat in large-scale combat while keeping the mission vibes strong across all military ops.

It’s for everyone in the game—leaders, Soldiers, and Civilians—but it mainly hits for commanders and their crews at the top levels (theater armies, corps, divisions, brigades). This guide sets the tone for training, education, and future upgrades to how we do things.

To really get FM 3-0, you gotta know the basics—like the Army’s mission (ADP 1), how ops work (ADP 3-0), and the tactics (ADP 3-90). It even covers stability ops, irregular warfare, and how we roll with allies or the joint force.

When we squad up with NATO or other allies, we use their playbooks too—peep AJP-01 for NATO stuff. Everything we do stays legit with U.S. laws, treaties, and the rules of engagement. Leaders gotta make sure we stick to the Army Ethic (ADP 6-22) and the law of war (FM 6-27).

Key terms are bolded or italicized in the guide, so you know what’s important. Got feedback? Hit up the Combined Arms Doctrine Directorate team at Fort Leavenworth.

Introduction

FM 3-0 is the Army's big-brain playbook for running the game in all domains—land, air, maritime, space, and cyber. It's like the next-level evolution of how we handle business, building off old-school moves like AirLand Battle and Full Spectrum Ops but bringing it into the modern era. The goal? Stay one step ahead of the ops, flex joint force power, and dominate wherever we roll up.

HERE'S THE TL;DR:

Multidomain Ops: It's all about syncing up the Army's tools—tanks, drones, hackers, and more—to wreck enemy defenses and open the field for big plays. We're talking full-spectrum domination across land, maritime, air, space, and cyber.

Landpower is King: Ground forces are the backbone of everything. Holding key spots on the map gives the Army the edge to control resources, crush threats, and back up the joint force.

Winning the Gray Zones: FM 3-0 shows how the Army handles shady stuff below full-blown war (competition and crisis) to stay ready for when things pop off.

Old Moves, New Game: AirLand Battle taught us how to work land and air together. Now we're throwing in cyber, space, and the whole squad to bring chaos to the enemy while keeping our side tight.

Big Combat Energy: The focus is still on large-scale combat ops—huge battles with everyone synced up, running multidomain plays that keep enemies guessing.

WHAT'S INSIDE?

Ch. 1: Big-picture vibes—what we're up against and how we crush it with multidomain moves.

Ch. 2: Turning teamwork into firepower. Warfighting functions? That's the squad plan.

Ch. 3: The rules of multidomain ops—what works, what's essential, and how to execute.

Ch. 4: How we set the stage during peacetime, so the enemy can't even think about stepping up.

Ch. 5: Options in a crisis—keeping the peace without losing the edge.

Ch. 6: All-out war—how we run the field when the fight is on.

Ch. 7: Special rules for fighting near water. Boats? We got those too.

Ch. 8: How leaders stay cool under pressure and keep the team locked in during the chaos.

PRO TIPS:

- Multidomain ops aren't just about the tech—it's about pulling every domain together for max chaos on the enemy.
- The Army Ethic and the law of armed conflict? Non-negotiable. We play fair and win big.
- New tech like cyber and space? Just more tools to make sure the Army stays winning on land.

If you're running the Army playbook, you need this guide. It's got the blueprint for ops, leadership, and how to stay a step ahead of the enemy, all while keeping things by the book.

Chapter 1

Foundation of Ops

War isn't just chaos; it's a strategy game where we outplay the enemy to make them do what we want.

Dead Carl the GOAT

This chapter breaks down all the ways the Army runs the game, with a big focus on being ready for massive battles. It's all about how we handle challenges and crush it with multidomain ops, teaming up with allies and other forces. We kick it off with the Army's take on war and dive into the key stuff leaders need to know to read the battlefield like pros.

ARMY OPS

1-1. What's the Army About? The Army's mission is to stay prepped and ready for anything—whether it's big battles, keeping the peace, or showing up in crises. It's all about controlling land, defending what's ours, and smashing the ops when needed. Land power is the key—because that's where people live, make decisions, and flex their power.

MULTIDOMAIN OPS

1-2. We're talking brand-name, rizzly-bear Army multidomain ops—not that cringe NATO MDO stuff. ***Multidomain ops*** **is like running a squad with tools from every domain—land, air, maritime, space, and cyber—to create combos that confuse the enemy and open up plays.** Below war, multidomain ops is about flexing strength to keep rivals in check. When it's game time, it's how we crush enemies, grab key spots, and lock down resources for long-term wins.

1-3. In ops, even small wins can snowball into big W's, especially over time. Finding and using those little edges is clutch, and it's a must when both sides are neck and neck. ***A relative advantage*** **is basically a power move—whether it's a spot or a setup—that gives us the edge over the enemy to hit our goals.** Commanders are always on the lookout for those chances, making moves to level up and keep opening doors for bigger plays.

CHALLENGES FOR ARMY FORCES

"We don't build a strong squad to flex or bully—it's all about keeping the peace by making sure no one tries us."

POTUS Ron "The Rizzler" Reagan

1-4. The Real Deal—Most enemies know better than to go toe-to-toe with the U.S. straight up. Instead, they play sneaky, using shady tactics like spreading fake news, propping up proxy fighters, and grabbing land without making it official. But some still have the guts and the tools to throw down, so the Army always has to stay ready for anything—from small clashes to full-blown war.

1-5. Enemies are using next-gen tech and long-range strikes to make it harder for us to deploy and operate. They go stealth mode with cyberattacks, fake news, and moving troops around to make territorial claims look legit. All this is designed to mess with our alliances, slow down our response, and create openings for their moves. Their goal?

- Jam us up by targeting air, space, and sea advantages.
- Rack up the costs for us and our allies if we engage.
- Keep us off-balance at home and overseas.

1-6. What the Army Does:

- **Keep allies close:** Build trust and keep the team strong.
- **Intel 24/7:** Gather info non-stop to know the enemy's every move.
- **Stay mobile:** Be ready to move fast and fight hard, even when outnumbered.
- **Defend the squad:** Protect key spots, troops, and supplies from strikes.
- **Stay low-key:** Use cover, deception, and smarts to dodge enemy hits.

1-7. The Army preps for the toughest fights and uses everything in the playbook—smarts, speed, and teamwork—to stay ahead of the game. It's about always being ready to show up, handle business, and make sure no one gets out of line.

LETHALITY: KEEPING IT DEADLY

1-8. The Army wins by bringing the heat—lethal force is the backbone of how we crush enemies and back up national power. It's all about moving into key spots, using the right weapons, and hitting fast, hard, and accurately.

1-9. Key Moves:

- **Flex with firepower:** Show you're ready to fight, and enemies think twice.
- **Combine forces:** Mix up land, air, cyber, and more to keep the enemy scrambling.
- **Hold the line:** Protect key bases and terrain so we stay in control.
- **Stay stocked:** Big battles burn through supplies fast, so keep the ammo and weapons stacked.
- **Always push forward:** Attack to create chances and lock down wins.

1-10. The Secret Sauce? Leaders gotta know the game—how war works, what the battlefield demands, and how to outthink the ops. If they don't, it's GG for long-term success.

WAR AND WARFARE: ALWAYS EVOLVING

1-11. The game of war changes over time with new tech, strategies, and vibes from the world. We've got space tech for satellite spying, cyber tools for instant comms and hacking, and gear to counter it all. These changes bring new opportunities—and new risks—for both sides.

PRINCIPLES OF WAR

1-12. War's got rules to the game, and the U.S. military breaks it down into 9 key principles. These are the big brain moves learned from history that guide how battles are won. They aren't a step-by-step hack for victory, but more like the cheat codes commanders use to make smart calls depending on the situation.

1-13. The 9 Principles of War:

- **Objective:** Know your goal and go after it—clear, focused, and achievable.
- **Maneuver:** Outsmart and outposition the enemy. Keep them guessing and out of their comfort zone.
- **Offensive:** Stay on the attack. Take charge and don't let the enemy set the vibe.
- **Surprise:** Hit them where they don't see it coming.
- **Economy of Force:** Don't waste your power on small stuff—save it for the main event.
- **Mass:** Stack your firepower in the right spot at the right time for max impact.
- **Unity of Command:** One boss, one plan—keep everyone on the same page.
- **Security:** Don't get caught slipping. Keep the enemy from flipping the script on you.
- **Simplicity:** Keep the plan clean and easy so everyone can lock it in and execute.

TYPES OF WARFARE:

1-14. **Conventional:** Classic head-to-head battles between big armies. Think tanks, troops, and big moves to take control.

1-15. **Irregular:** The sneaky stuff—guerrilla tactics, sabotage, and stirring up locals to disrupt the enemy.

1-16. Most fights are a mix of these two styles, with both sides blending traditional moves with next-level tricks like cyber warfare or info ops.

ARMY GAME PLANS (STRATEGIC CONTEXTS):

1-17. How the Army Rolls: We're ready for anything—peace, crises, or all-out war. Here's the breakdown:

- **Competition:** Flex without fighting. Stay ready, show strength, and keep enemies guessing.
- **Crisis:** Things heat up; we show up fast to calm it down or prep for conflict.
- **Armed Conflict:** All-out fighting. Seize the lead, take ground, and finish strong.

UNDERSTANDING THE OPS ENVIRONMENT

1-18. War's a whole vibe, and the battlefield's more than just the ground. You gotta know all the zones, play all the angles, and keep it smart. Let's break it down. An operational environment (OE) is basically the whole vibe of what's going on that affects how commanders make moves. It's like the mix of all the things—land, maritime, air, space, cyber—and the human, physical, and info layers that connect them. Cyberspace is like the glue holding it all together, linking the dots between domains. Commanders need to study all these factors, predict outcomes, and use intel to outplay enemies. It's not just about what's happening but about spotting what could go down. The game is complex, the zones are linked, and the players are always adapting. Know the map, read the room, and stay one step ahead.

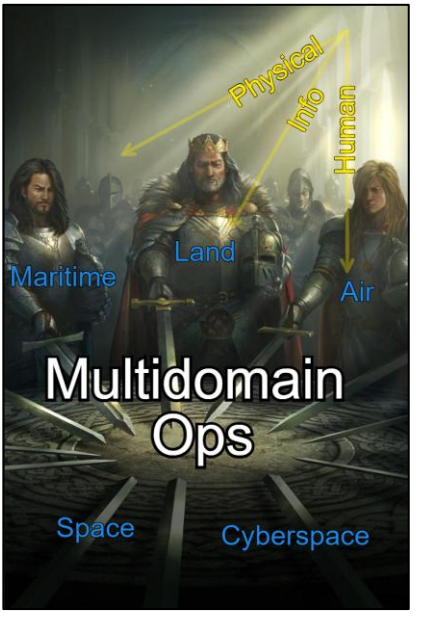


Figure 1-1. Domains and dimensions of an operational environment

THE ZONES (DOMAINS):

1-19. Owning the battlefield's about doin that full-send across all 5 domains. They all gotta vibe, if you wanna be sigma.

- **Land:** The OG battlefield-boots on the ground, terrain that hides or exposes you. Humans live here, make decisions, and handle business.
- **Maritime:** Oceans, rivers, and ports-navy vibes. Ships keep the supply chain rolling and bring the fire when needed.
- **Air:** Fast moves, high-altitude strikes, and surveillance. Whoever owns the skies, owns the advantage.
- **Space:** Satellites run the show-GPS, comms, surveillance. But don't assume they'll always be there; enemies are eyeing them too.
- **Cyberspace:** The digital jungle. Hack, defend, and make sure your data and systems don't get wrecked.

THE VIBES (THE DIMENSIONS):

1-20. To win the game, you gotta know your dimensions: physical, info, and human. It's all connected—smash in the physical, drop the right intel, and mess with the enemy's head. Moves in one zone hit different in the others, so you gotta know how it all stacks up. When you play it smart and line it all up, you get the dub without causing chaos on your own side.

- **Physical:** Gear, terrain, and electromagnetic stuff like comms. This is where you see the action happen.
- **Info:** The tea-data, messages, and how they flow. True or fake, info sways the game.
- **Human:** People power everything. Decisions, morale, and willpower can make or break the squad.

THE TOOLS TO DOMINATE:

- **Intel Ops:** Keep the recon running 24/7-surveillance, sensors, all of it.
- **METT-TC (I):** Mission, enemy, terrain/weather, troops, time, and civil considerations-all with an info twist.
- **Cross-Domain Mastery:** Use all these zones together. Like, land forces rely on airlift or maritime support, and cyberspace ties them all up.

Chapter 2

How We Bring the Heat (Combat Power 101)

Know the ops, know your squad, and know the game—you're already winning. If you know the vibes of the land and sky, you're unstoppable.

Sun Tzu (The OG strategist)

The Army's all about stacking skills and syncing moves to drop major power on the enemy. Winning means the leaders gotta know what the other side's up to and what their own team's capable of. First step: understand the bigger picture—who's playing dirty, what their game plan is, and how the field's looking. Leaders gotta see how the Army's squad powers link up with the rest of the joint force (land, air, maritime, space, and cyber) to dominate in every zone. It's all about bringing the heat as one unstoppable team.

SQUAD POWERS (WARFIGHTING FUNCTIONS):

2-1. These are the skills every team's gotta have:

- **C2 (Command & Control):** The coach's playbook. Keeps everyone on the same page and syncing those clutch moves.
- **Movement & Maneuver:** Sneaking and striking. Get the angles, confuse the enemy, and make them pay.
- **Intel:** Big brain stuff. Knowing what the other side's cooking and how the environment's gonna hit.
- **Fires:** All about the boom—taking out what's in the way.
- **Sustainment:** Snacks and fuel for the road. Keep the gear running and troops in the fight.
- **Protection:** Shields up. Stay hidden and survive the chaos.

STAND ON BUSINESS (COMBAT POWER):

- **Leadership:** Top-tier hype man. Inspires, pushes, and keeps the squad fighting no matter what.
- **Firepower:** The squad's muscle. Tanks, rockets, and airstrikes that slap hard.
- **Info:** Intel for the win—keep your moves sharp and your enemies confused.
- **Mobility:** Fast moves on the map, keeping the ops dynamic.
- **Survivability:** Staying alive, dodging hits, and keeping it slick.

BIG PICTURE (STRATEGIC ENVIRONMENT):

2-2. It's not just one enemy; we're looking at big players like China and Russia, and a mix of rogue states and groups pulling sneaky stuff online and IRL. They're playing chess while we're sharpening our blades.

HOW ENEMIES PLAY DIRTY (THREAT METHODS):

- **Info Warfare:** Cyber hacks, fake news, and making everyone doubt everything.
- **Systems Warfare:** Break their Wi-Fi—or their tanks. Take out their systems one piece at a time.
- **Preclusion:** Block the enemy before they even show up.
- **Isolation:** Cut them off from their squad and make them easy pickings.
- **Sanctuary:** Hiding behind politics, borders, or civilians.

ARMY IN THE TEAM (UNIFIED ACTION):

2-3. We roll with our besties—other military branches, allies, and even the UN. Everyone's got their own flavor, but together, we're unstoppable. Whether it's boots on the ground, drones in the sky, or ships in the sea, the squad's got it covered.

LEVELS OF THE GAME (ECHELONS):

2-4. Whether we're running the show, teaming up with allies, or flexing domain powers (air, space, cyber, land, or sea), the Army knows how to keep the grind strong and the squad tight.

- **Theater Army:** Big boss level—runs the region, sorts logistics, and plans for the worst.
- **Field Army:** Brings the muscle when things get real against major threats.
- **Corps:** Flexes at both tactical and operational levels. Think of it as the Swiss Army knife of formations.
- **Divisions:** Tactical brawlers. They control the BCTs (Brigade Combat Teams) and smash through the frontlines.
- **BCTs:** The MVPs—infantry, armor, or Strykers rolling up and cleaning house.

Chapter 3

How We Run The Game (Fundamentals of Operations)

This chapter dives into the Army's playbook—multidomain operations. Think of it as leveling up by mixing skills and tools from every zone: land, air, sea, space, and cyberspace. It lays out the basics—how we roll, why we win, and the mindset it takes to crush the mission.

SECTION I – MULTIDOMAIN OPS = ARMY'S POWER MOVE

WHAT'S THE STRATEGY?

- Stack Army and joint skills across levels like a perfectly synced playlist.
- Flex those moves to control the battlefield physically, mentally, and info-wise.
- Always stay ready, from peace talks to full-on combat.

THE PLAY-BY-PLAY

3-1. It's all about shutting down the enemy's standoff moves and running the joint force's game plan.

- **During the quiet (competition):** Army's out there flexing its squad strength, locking in alliances, and staying combat-ready.
- **When things heat up (crisis):** We move forces into position, making sure we're ready to act fast.
- **In the fight (conflict):** Big Army plays clean-up, crushing enemy moves, and locking down territory for the win.

WHY MULTIDOMAIN OPS SLAP:

3-2. The takeaway? Multidomain ops are all about teamwork, speed, and staying one step ahead.

- It's like stacking all your best cards in a deck. Joint and Army combos = no weak spots.
- Gotta think quick, act faster. Leaders make moves even when the Wi-Fi's spotty and the enemy's on their "try me" game.
- Mission command culture means: bosses trust their people to take risks, adapt, and make the call when it counts.

SECTION II – HOW WE PLAY THE GAME (TENETS & IMPERATIVES)

3-3. **TL;DR:** There are no "one-size-fits-all" rules in war. Every situation is different. But there are pro-level moves—Tenets and Imperatives—to stack the odds in our favor. These guide the vibe but leave room to flex.

TENETS = THE CORE SKILLS

3-4. Think of these like gamer perks you always want equipped:

- **Agility:** Move faster than your enemy. Stay light, flexible, and ready to switch plays on the fly.
- **Convergence:** Mash up all your skills—land, air, sea, cyber, space—and hit enemies from all angles like a surprise raid.
- **Endurance:** Keep the energy up for the long haul. Be ready to outlast them.
- **Depth:** Attack deep into enemy zones—don't just win battles, control the map.

AGILITY

3-5. Move like a ninja, faster than the enemy can react. Speed's the name of the game, fam. If you can move and switch up faster than your opponent, you're winning. ***Agility* is all about making those fast moves, adjusting your squad, and flipping the script before they even know what's up.** To pull it off, you need solid instincts, quick decisions, and smart plays based on the intel you've got. Leaders gotta stay ahead, spotting chances or issues before they pop off. Whether it's changing the plan mid-mission or jumping on a new opportunity, agility is about staying flexible and ready to pivot whenever the game changes. Stay sharp, move fast, win big. It's about:

- Quick decisions and faster moves.
- Switching up plans when needed.
- Keeping your team dispersed but ready to rally when the action heats up.

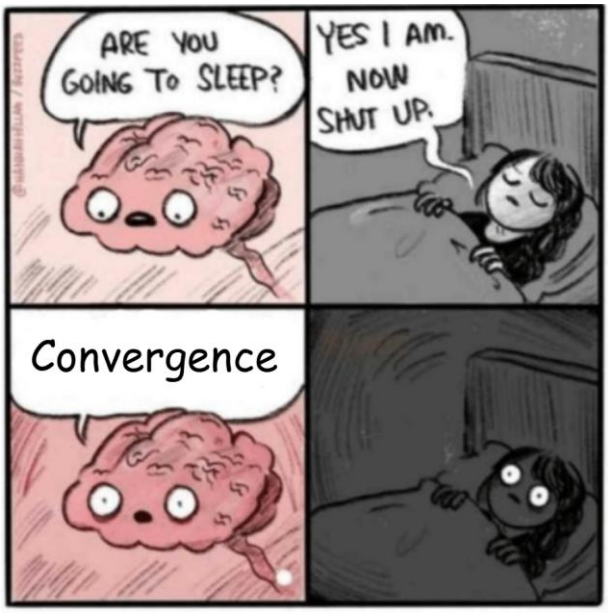
3-6. In a fight, speed and smarts win. Stay fluid, keep the vibes unpredictable, and hit before they even know what's happening.

CONVERGENCE

3-7. This is like combo-attacks IRL—sync up all the tools from every domain (land, air, sea, cyber, space) and hit them where it hurts. ***Convergence* is like squad goals on steroids—it's about syncing up all your tools and skills across different levels and areas to hit the enemy where it hurts most.** You're playing chess while they're stuck on checkers, pulling off surprise plays that stack the odds in your favor. When you mix and match moves from different angles, it throws the enemy into chaos, making them juggle way more problems than they can handle. The more you keep this vibe going, the bigger the W you're locking in. Bottom line: teamwork makes the dream work, and when you flex that coordination, it's game over for the ops. Picture:

- Dropping simultaneous airstrikes, cyber hacks, and boots on the ground.
- Keeping the enemy guessing with too many problems to solve.
- Thinking big: not just one play, but how every move stacks up for a massive dub.

3-8. Think of it like a massive group chat where everyone's on the same wavelength, timing their moves to deliver straight heat. When we converge, it's all about creating chaos for the other guys while we're out here making boss moves.



ENDURANCE

3-9. It's not just about big moves—it's about outlasting. ***Endurance* is all about having the stamina to keep grinding no matter how deep in the game you are.** It's about staying strong, holding your power, and pushing through till you hit your goals. In the heat of competition, the Army boosts its endurance by prepping the stage, linking up with allies, and making sure everyone's on the same wavelength. Bottom line: it's not just about showing up—it's about staying in the fight till the job's done. That means:

- Surviving the long grind.
- Keeping energy, ammo, and morale high.
- Being built tough enough to handle whatever they throw at you.
- Plan smart, keep the squad fresh, and grind till they break first.

DEPTH

3-10. Don't just play defense—go deep into enemy zones. *Depth* is about stretching the game across time, space, and purpose to lock in solid wins. While endurance keeps your squad strong, depth is all about targeting where the ops are happening—hitting the enemy's setups across every domain. Commanders figure out their strengths and weak spots, then strike smart and steady, sometimes all at once or in waves. Even if hitting everywhere at the same time isn't always an option, the goal is to keep the pressure on and leave the enemy with nowhere to hide or regroup. Depth is basically how far and wide you can flex your reach. Break their systems from the inside out:

- Attack their supply lines, comms, and leaders.
- Make them play defense everywhere.
- Don't let them regroup or get comfy.

3-11. In the end, depth = winning not just the battles but the whole war.

IMPERATIVES = MUST-DO MOVES

3-12. These are non-negotiable.This playbook isn't just about getting the dub—it's about playing smart, staying sharp, and keeping the grind sustainable. Every fight is different, but with these tools, you'll always stay ahead. GG EZ. Stick to these, and you're stacking Ws:

- **See everything:** Know yourself, know the enemy, and know the map.
- **Stay hidden:** Assume they're always watching. Don't give them a free target.
- **Stay locked into the invisible battlefield:** If you're not dominating comms and jamming theirs, you're already cooked.
- **Hit where it hurts:** Create chaos and force them to make bad calls.
- **Keep it small:** First contact? Send a scout, not the whole squad.
- **Mess them up:** Hit them from all angles—land, air, space—until they can't keep up.
- **Plan for change:** Be ready to pivot and adapt.
- **Focus fire:** Prioritize the main mission and shift as needed.
- **Lock in your wins:** When you take ground, hold it.
- **Watch the squad:** Take care of your people so they can keep the grind going.

SEE EVERYTHING

3-13. It's simple:

- **Know your squad.** What you've got, what you're missing, what you can do.
- **Know the enemy.** What they're packing, what they're planning.
- **Know the field.** Terrain, weather, and anything else that could ruin your day.

STAY HIDDEN

3-14. Assume the enemy is always lurking. Don't make it easy:

- Stay spread out—don't be a juicy target.
- Use cover, keep the lights low, and don't spam radio chatter.
- If you gotta post on socials, don't tag your location.

STAY LOCKED INTO THE INVISIBLE BATTLEFIELD

3-15. Own the electromagnetic spectrum or you're fighting blind, lagging, and basically handing the W to the enemy:

- Lock in your comms + sensors so your squad stays synced and cracked.
- Jam, spoof, or fry their signals so they can't think straight.
- Protect your own systems or you're getting insta-deleted.

HIT WHERE IT HURTS

3-16. Don't just hit their troops. Go for the systems they need:

- Take out their comms, supplies, or key leaders.
- Use every tool—info warfare, cyber hacks, bombs, boots—to mess up their game.

KEEP IT SMALL

3-17. First moves are recon, not a full send. Use:

- Drones, sensors, or scouts to test the waters.
- Keep the squad back until you know what you're dealing with.

MESS THEM UP

3-18. Throw everything at them. Force them to respond to too many problems:

- Fake them out with decoys.
- Attack from unexpected angles.
- Make them waste resources on wild goose chases.

PLAN FOR CHANGE

3-19. No plan survives first contact, so:

- Stay flexible and ready to switch it up.
- Prep for the grind with backup plans and smooth transitions.

FOCUS FIRE

3-20. Always have a main objective. Commit resources to it, but:

- Be ready to shift focus when the situation changes.
- Keep supplies and reinforcements flowing to the key fight.

LOCK IN YOUR WINS

3-21. When you take ground, don't leave it open for a comeback. Fortify and secure it before moving on.

WATCH THE SQUAD

3-22. Combat is a grind. Take care of your people:

- Rotate them out when they're worn down.
- Keep morale up and check for burnout.
- Build a squad that's ready to flex no matter the pressure.

SECTION III –OPERATIONAL APPROACH AND OPERATIONAL FRAMEWORK

THE GAME PLAN (OPERATIONAL APPROACH):

3-23. This is like the cheat code for how all the little missions stack up to crush the big goal. It's the master vibe check that aligns everyone and keeps the squad on track. It's all about balancing risk, chaos, and lucky breaks to stay ahead of the enemy curve. Leaders use this as the blueprint to get from brainstorming to executing a fire strategy.

DEFEAT IN DETAIL

3-24. Don't go for the whole squad at once. Break 'em down piece by piece. Hit their weak spots where it hurts—like breaking through shields in a boss fight. Target what matters most and let the rest crumble.

DEFEAT TACTICS:

- **Destroy:** Take ‘em out so they can’t bounce back.
- **Dislocate:** Get in a spot they didn’t expect and mess with their setup.
- **Isolate:** Cut off their lifelines—no comms, no backup, no ammo.
- **Disintegrate:** Shatter their teamwork, so they’re just running around clueless.

BIG BRAIN PLAYBOOK (STRATEGIC FRAMEWORK):

3-25. The big brain playbook connects all the high-level moves (strategic stuff) to what’s going down in the field (tactical and ops level). It’s got four key zones to keep everything running smooth:

- **Strategic Areas:** Where the big brains and resources chill—like home base.
- **Deep Zones:** The far-out zones where the enemy stacks their reinforcements.
- **Close Ops:** Where the action's at, face-to-face with the enemy.
- **Rear Ops:** The behind-the-scenes where your squad’s supply chain keeps rolling.

THE GAME BOARD (OPERATIONAL FRAMEWORK):

3-26. This is how commanders map out the field—who’s doing what, where, and why. Think of it like a tactical GPS that syncs all the players across the map. It helps connect what you see in the field to what needs to happen for a win.

3-27.

COMMAND VIBES (MAIN EFFORT, SUPPORTING EFFORT, RESERVE):

3-28. Alright, here’s the cheat sheet for running the battlefield like a pro. The Ops Framework is like your mental map to boss-level planning. It’s all about flexing your power moves across time, space, goals, and resources. Commanders use it to stay ahead, adapt to the vibe, and set up big plays. In short, stay flexy, read the field, and always have a backup plan to flip the script when the enemy thinks they’re winning. Play smart, stay sharp.

3-29. The big three models for organizing the game plan:

- Zones (your turf).
- Deep, Close, and Rear Ops (where the action’s at).
- Main, Support, and Reserve Efforts (who’s doing what).

ASSIGNED ZONES (AKA, YOUR SQUAD'S PLAYGROUND)

- **AO (Area of Ops):** Your box on the map to handle biz. You're in charge of making sure the squad's got their land on lock—managing terrain, moving troops, and holding it down.
- **Zones (Offense Mode):** No boundaries to the enemy. Boss HQ handles the deeper strikes while you focus on smashing what’s in front of you.
- **Sectors (Defense Mode):** Think fortresses. Protect and sync up with neighbor units for squad safety.

Areas of Influence vs. Interest

- **Influence:** Your squad's reach—everything you can directly affect, from bullets to brain games.
- **Interest:** The bigger picture—watch everything that could mess with your squad or future moves.

Deep, Close, and Rear Ops Breakdown

- **Deep Ops:** Sneaky plays to mess with the enemy's plans. Cut their resources, block reserves, and blow up their command systems.
- **Close Ops:** The brawl. This is face-to-face combat where the real heat happens—win or go home.
- **Rear Ops:** The backstage magic—getting ammo, protecting comms, and keeping the squad moving.

Main, Supporting, and Reserve Squads

- **Main Effort:** The MVPs—give them all the power to crush goals.
- **Supporting Effort:** Backup dancers—doing side missions to keep the main squad slaying.
- **Reserve Squad:** Your secret weapon. Use them when the moment's hot, then reload and prep for the next big move.

Chapter 4

Ops During Competition Below Armed Conflict

For the first time ever, allies are teaming up not to throw hands, but to keep the peace.

Gen. Dwight "Ike da boss" Eisenhower on NATO vibes

This chapter breaks down how the Army stays in the game when it's all about flexing without fighting. Here's the deal: What's the Army's role? Keeping it cool below full-on war while prepping for the big leagues if things go south. What's the enemy up to? Sneaky moves, low-key chaos, and trying to play us. How do we play back? Work the squad (allies), stick to the plan, and prep for the worst. At the end of the day, it's about locking down wins and staying ready to level up if the heat turns into a full-blown crisis.

OVERVIEW OF COMPETING WITHOUT GUNS BLAZING

4-1. It's all about playing the long game without firing the first shot. Big moves happen when countries flex their influence without actually scrapping on the battlefield. Here's the rundown: When two squads (countries) aren't vibing on goals, they'll do whatever it takes to win—short of an all-out war. Both sides are low-key beefing, using all their tools—tech, money, military, and propaganda—to score points and stay on top. The game? Push the other side into a corner without actually pulling triggers.

- Prevent drama. Make the other team think twice about starting something.
- Prep the squad. If beef escalates, we're ready to go.
- Work the allies. Keep your crew tight and set the board to favor your moves.

4-2. This isn't just about avoiding beef—it's about owning the zone, keeping the squad tight, and staying ready to flip the switch if the other side crosses the line. When done right, we keep the world steady, secure, and repping our squad's values.

HOW RIVALS PLAY DIRTY

4-3. Enemies stay slick. They'll build shady alliances, throw out fake news, or mess with your systems. It's all about:

- Controlling info so you look like the villain.
- Cutting deals to push you out of key zones.
- Using shadow armies (proxy gangs) to do their dirty work while keeping their hands "clean."

U.S. ARMY'S POWER MOVES

4-4. If the Army can't back up the talk with action during a fight, it's not scaring the ops or hyping the homies. That's why getting ready for big-time battles is the main grind.

There's a lot of ways to throw down, but when nations go head-to-head, it's next-level deadly, and prepping for that kind of heat takes major effort on all fronts. We gotta be able to —

- Stay visible. Run drills with allies, flex tech, and make sure everyone knows we're locked in.
- Upgrade the squad. Train up allies to hold their ground.
- Spread the word. Counter enemy lies with solid receipts and keep allies hyped.

Epic Fail: Philippines, 1941

So back in summer '41, the U.S. Army started gearing up for beef with Japan. They brought General MacArthur out of retirement to take charge and gave his crew (USAFFE) top priority for gear and backup in the Pacific.

Fast forward to December, and yeah, they made some moves, but they weren't ready for the smoke. When Japan pulled up on December 8 (right after Pearl Harbor got hit), USAFFE was caught lacking—low on people, gear, and ammo. Most troops were rolling with outdated weapons, and the Filipino forces? They were even worse off, with zero modern gear or training. They tried patching it up by handing out supplies from stashes in Corregidor and Bataan, but it wasn't enough.

The Air Force over there was a mess too. No radar, no anti-air guns, and planes were just sitting out in the open like targets. By the end of Day 1, Japan wrecked half their planes—most of them didn't even make it off the ground.

The U.S. and Filipino squads held out for almost six months, putting up a tough fight, but Japan locked them down in Bataan and Corregidor. With no air or naval backup, they couldn't get reinforcements, supplies, or even a way out. Bataan fell in April '42, and the rest surrendered in May. Total L.

4-5. While keeping the peace, always be ready to throw hands:

- Stockpile gear close to hotspots.
- Build bases and backup plans with friends.
- Rehearse like it's game day so there's no fumbling.

Chapter 5

Crisis Ops

Let bullies act up, and it's war—learned that the hard way in the '30s.

JFK

This chapter breaks down like this: Crisis vibes – The trends, enemy moves, and the chaos that pops off in high-stakes situations. Army's game plan – How the squad rolls out options for commanders to outplay the ops and secure the upper hand. Force projection – Moving troops like chess pieces to show we mean business. Squad roles – What theater armies, corps, divisions, and brigades bring to the table. Winning the aftermath – Locking in W's, consolidating gains, and sliding back to peace—or gearing up for the next level (armed conflict).

OVERVIEW OF CRISIS OPS

5-1. A "crisis" pops off when something major-like a threat to the U.S. or allies-goes down fast. Army squads step up, ready to flex if needed, but also aim to keep the peace if they can. It's all about showing up strong without starting a full-on war, unless it's absolutely go time.

WHAT'S THE MOVE?

5-2. When things heat up:

- The Army pulls up with boots on the ground-airstrikes or naval shows aren't enough.
- They keep options open, back up allies, and flex their muscle to make enemies think twice.
- If it's de-escalation? W. If it's conflict? They're locked and loaded.

HOW OPS POP OFF

5-3. Crisis vibes are unpredictable. One day it's chill; next day, chaos. Enemies might be wilding out with info warfare, sneaky tactics, or even sending in their goons (aka proxies). Army crews gotta be ready to adapt, protect their info, and stay sharp.

WHAT THE OPS LOOK LIKE

- Step 1: Roll in with just enough heat to deter drama but stay chill enough to not spark a fight.
- Step 2: Lock down key spots and back up the homies (allies).
- Step 3: If it escalates, they're already in position to handle business.

ENEMY PLAYBOOK

5-4. Opps love to mess with the system:

- Fake news blitzes to stir up drama.
- Cyber and space attacks to slow us down.
- Sending out proxies to cause chaos.
- Big bluff moves, like parking tanks somewhere sketchy or low-key nukes threats.

HOW THE ARMY HANDLES IT

5-5. **Flex:** Be ready to project power into the mix.

5-6. **Protect:** Lock down critical info and keep the squad secure.

5-7. **Adapt:** Change the game plan as needed-gotta keep it agile.

GAME-CHANGING MOMENTS

5-8. The goal? End the crisis on top or, if it's fight time, make the transition to combat smooth and deadly efficient. The Army is built to keep the peace or bring the heat, depending on the vibe.

Chapter 6

Armed Conflict Ops

Here's the breakdown: Big Battles 101 – All about the epic fights: what's different, how to win, and how the enemy plays dirty. Covers offensive and defensive moves, squad boosts, and how to keep it all running smooth. Defense Mode – Holding it down when they're coming for us. Attack Mode – When it's time to take the fight to them. Wrap-Up Vibes – Shifting back to peace mode or locking in stability after the dust settles.

SECTION I – FULL-SEND WARFARE & BIG BATTLE ENERGY

6-1. When countries start throwing hands with deadly force to get what they want, that's what we call armed conflict. The Army's main gig? Lethal vibes. Smack the enemy's ability to fight while flexing in other areas like info wars and human drama to make them rethink their moves.

6-2. War isn't a one-size-fits-all thing. It's a remix of classic (conventional) and guerrilla (irregular) plays. Big fights kick off where the pre-game tension (aka crisis) leaves off. Think chaos: one team attacking, another evacuating people, and someone running missions behind enemy lines like it's an action movie.

6-3. Big battles (large-scale combat) = mega ops with all the units. It's like a massive campaign to crush the enemy's squad, outsmart their game, and claim the W. Expect crazy speeds, resource burnouts, and sky-high risks.

6-4. Usually, these battles pop off in country-on-country beefs. You'll see divisions and corps linking up like an epic squad merge, dropping coordinated plays from air, land, and cyberspace like pros.

ENEMY MOVES: RUSSIA & CHINA'S PLAYBOOKS

RUSSIA:

6-5. These guys love shadow games. War for them is stealth mode until it's on. Their vibe? Blitz strategies with "OMG are they nuking?!" mind games. If you're pulling up, they want you looking sloppy, feeling lost, and arguing with your squad.

CHINA:

6-6. China's like, "3D chess, baby." Their strategy flexes hard and soft power (military + money moves). They play mind games with "legal warfare" and public narratives to finesse the info streams and get the crowd on their side. When they fight, it's all about hitting your weak spots while keeping their systems Gucci.

TACTICAL VIBES: KEEP IT MOVING 🚙💨

6-7. When you're rolling out, it's all about speed and stealth. Secure the squad, protect the bags (logistics), and move like you own the battlefield. Gotta keep your moves unpredictable 'cause the enemy's playing Where's Waldo with your whole op.

6-8. Bottom Line:

- **Conventional fights** = Squad battles like chess but with explosions.
- **Irregular fights** = Spy stuff, sneaky plays, and surprise WTF moments.
- Stay fluid, stay lit, and out-strategize the enemy.

SECTION II – DEFENSE MODE: STAY STRAPPED, STAY SNAPPY

> 🎯 *Even when we're posted up, ready to vibe-check the enemy, we stay on the offensive. That shield? It's packing heat.*
>
> **Some OG Tactician Dude, Carl von Clausewitz**

WHY WE PLAY DEFENSE

6-9. Sometimes you gotta sit tight and chill, but let's be real—holding the line isn't the endgame. Defense is just the setup for the bigger play.

- 🛑 Stop the bad guys.
- 🕰️ Buy some time to regroup or plan.
- 🗺️ Hold down the spots that matter most.
- ⚔️ Set up for the big clap-back (offense).

WHEN YOU GOTTA DEFEND

- The bad guys are pulling up way too fast? Time to hold the line till backup rolls in.
- We're gassed from the last round? Regroup and build that squad back up.
- HQ said, "Protect this spot, no questions." Say less.
- We finished the mission but need to post up and flex our W so they don't try anything else.

HOW WE RUN DEFENSE LIKE PROS

- **Disrupt the ops: Mess** up their scouts, crash their plans, and keep them scrambling.
- **Stay flexible:** Expect the unexpected. Got backup plans for your backup plans.
- **Maneuver for clout:** Find the power spots and hold them down.
- **Mass the smoke:** Bring all the heat to one spot for max impact.
- **Deep vibes:** Hit them not just in front, but from every angle possible—air, ground, cyber, all of it.
- **Prep like a pro:** Dig in, set up traps, and get your crew hyped to go.

- **Stay secure:** Watch your six, lock down your info, and stay stealthy online and IRL.

ENEMY MOVES TO WATCH

6-10. These guys? They'll try to:

- Mess with our comms 🛰️.
- Bomb our key spots ✈️.
- Blitz their way into our zone 🛞.

6-11. They love sneaky distractions before going all-in on a weak spot, so stay woke and don't take the bait.

THREE BIG DEFENSE MODES

- **Area Defense:** "This is our turf, hands off." Hold the line and make them work hard to even get close.
- **Mobile Defense:** Let them think they're winning, then boom—hit them where it hurts with a big counter.
- **Retrograde:** "Fall back? Nah, we're setting a trap." Move out smart, regroup, and flip the script later.

PRO TIPS FOR DEFENDING THE VIBES

6-12. Stay strapped, stay tactical, and remember: even defense is just an offense-in-waiting. 🛡️✨

- Keep your reserves locked and loaded for the perfect moment. Timing = 🔑.
- If the backline is sus, handle it ASAP before it snowballs. Rear defense keeps the whole squad alive.
- Don't forget—winning the defense is just the warmup for taking the fight back to them.

SECTION III – OFFENSE MODE: FULL SEND OR NO SEND

6-13. The key to pulling off a fire offense? Hit all your goals before you run outta gas. You gotta flex in different ways—strength, info, or squad vibes. Most of the time, you'll need an edge in a bunch of areas, but sometimes, you can finesse it with sneaky moves and catching them off-guard instead of just brute force.

WHY WE GO ON THE ATTACK

6-14. The name of the game? Keep the momentum high, make big plays, and leave no room for comebacks.

- 🚀 Take their stuff: Whether it's land, resources, or clout, offense is about grabbing W's.
- 💥 Destroy their vibe: Break their system so bad they can't even regroup.
- 🌎 Control the scene: Make the terrain, people, and resources yours.

THE KEYS TO OFFENSIVE SWAG

- **Audacity:** Big risks = big plays. Don't hold back.
- **Concentration:** Massive power moves. Stack your forces or effects where it'll hit the hardest.
- **Surprise:** Catch 'em lacking. Keep your moves unpredictable.
- **Tempo:** Move faster than they can react—but don't gas out too soon.

WHAT THEY'LL TRY ON D (ENEMY DEFENSE)

- **Tactic 1:** Give up land to save their squad. Smart but risky.
- **Tactic 2:** Dig in and deny you everything. They'll use obstacles, traps, and cover fire to slow you down.
- 💡 **Your Counter:** Break their layers with speed, surprise, and straight-up disorganization. Make their system fall apart before they even realize what's happening.

OFFENSIVE MOVES

- **Move to Contact:** Not sure where they are? Roll out till you spot them. Once you lock eyes, decide: attack, defend, or dip.
- **Attack:** Straight-up brawl. Hit them hard where it counts. Variations:
- **Ambush:** Surprise hit-and-run.
- **Counterattack:** Wait for their move, then clap back.
- **Raid:** Quick smash-and-grab.
- **Spoiling attack:** Mess up their prep before they can pop off.
- **Exploitation:** They're already stumbling? Go for the kill. Push deep and wreck their setup so bad they can't bounce back.
- **Pursuit:** They're running scared? Chase them down and finish the job.

BIG BRAIN PLAYS FOR THE OFFENSE

- Use deep ops (long-range strikes, cyber, or spec ops) to mess up their plans before your main force pulls up.
- Stack your team in key spots. Don't spread yourself thin—concentrate power where it slaps the hardest.
- Keep tempo high, but don't overextend. A tired squad = a dead squad.

OFFENSE = SMARTS + HUSTLE

6-15. Commanders, keep your squad hyped, your strats tight, and your enemies guessing. Every move is a setup for the next big dub. Stay one step ahead and always play for the win. 💪✨

Chapter 7

Army Ops in Watery Zones

This chapter? It's all about how the Army rolls in zones where water is the main stage. First, we're talking the weird vibes and probs in these areas. Then, we hit the planning hacks and wrap it up with a playbook for making moves in maritime ops.

SECTION I – CHECKIN' OUT THE WATERFRONT

7-1. Past battles? Straight proof Army boots are the secret sauce in water-heavy war zones. Why's the water even worth the drama? It's the land, fam. Land by the water = chokepoints, launch pads, and most of the world's homies live there. Let's be real—wars aren't about flexing over the open ocean; it's all about snatching the land and locking down the people who own it. So, planning for these salty zones is key, and Army crews gotta sync with the whole joint squad for max vibes. These areas? Tough. It's like juggling logistics, risks, and moves between islands. But history says, if you want the dub in a water-war zone, you need that team hustle.

PHYSICAL VIBES OF MARITIME ZONES

7-2. Islands come in all shapes and feels—from massive Australia to baby islets in Micronesia. Not all are "hangout-ready" without imported snacks, water, and gear. Some are built by nature (volcano-style), others are human-made (like the South China Sea's flex islands). Each spot? A wildcard of jungle, snow, or desert vibes. That means your crew's kit and strategy better match the playlist.

> **Quick flashback: Pacific Theater, WW2**
> Army squads didn't just chill in the background while Navy and Marines took the stage. Nah, they slogged through hundreds of days of brutal combat. They brought the heat to Guadalcanal, New Guinea, and beyond, racking up over 85k casualties but owning the game with grit and gear.

7-3. Pro tip: If you're rolling through archipelagic nations (22 of 'em out there), expect a mix of cultures, vibes, and local dramas. Each island's got its own history, so get your cultural intel game tight, or you're playing blind.

7-4. In these zones, any patch of dirt big enough to land or launch from can be the game-winner. But spacing out over islands makes backup tricky, and enemies love the chance to mess with your isolated ops. Keep your squad mobile and lock down those critical spots like your life depends on it—because it does.

LITTORAL REGIONS = LAND MEETS SEA

7-5. These coastal zones come in flavors: enclosed seas, lone islands, archipelagos, open seas, and spots near shores. Know the tides, winds, and waves before you get salty—bad weather or rogue currents can flip the script on your ops.

ICY HORIZONS: THE ARCTIC

7-6. Up north? It's not just "cold." Think no roads, frozen seas thawing into new battlegrounds, and extreme vibes like 24-hour daylight or darkness. Arctic war's a whole new beast: mobility is everything, and seasons can make or break you. Miss the planning? You're toast—or, rather, an icicle.

MARITIME PROBS = EXTRA LAYERS

7-7. Enemies in water zones? Sneaky. Think: amphibious raids, proxy chaos, missile threats, or cutting off your gear shipments mid-ocean. Your job? Stay mobile, guard those supply lines, and prep for attacks from all directions.

ARMY'S WATER GAME

7-8. Army in water zones? A 360-defense mindset is non-negotiable. Whether it's jungles, deserts, or arctic tundra, your team needs to adapt. Enemies can pull up by air or sea—don't get caught napping. Hardening defenses, setting up fallback spots, and outthinking the opposition are the play.

7-9. Takeaway: Land in these zones is prime real estate. Lock it down or lose the fight. Think Malaya's L, where poor planning got the British wiped. Learn from that—prep smart, play bold, and own the waves and the ground.

SECTION II – GAME PLAN FOR WATER WARS

7-10. Fighting in water zones? It's all about strategy, sync, and staying flexible. Every move, from deep raids to close battles and rear logistics, has to be locked in, or the whole mission sinks. Teamwork makes the dream work. Splashing into water zones isn't just rolling tanks onto beaches—it's all about squad-level synergy. Every branch, every move, every decision? Synced up tighter than your AirPods to your phone.

PLOTTING THE COURSE: MARITIME PLAYBOOK

7-11. Fighting on land near or over water takes some serious brainpower. We're talking moving troops, gear, and supplies by sea and air with zero room for screw-ups. Winning here? Pure team hustle with the whole joint force vibing together.

7-12. The boss in maritime ops? Usually a Navy bigwig, aka the joint force commander (JFC). They make sure everyone's marching to the same beat, including the Army. Army squads can't just zone out; they've gotta keep tabs on what's happening across the map, from Navy ships to Marine landings and Air Force flyovers. Pro-tip: Stay plugged in, even if it means camping out in Navy or Marine command centers—or chilling on a ship.

7-13. Army leaders need to flex their joint planning game while still running the Army's own ops. Think parallel planning but make it collab. That way, everyone stays in sync across massive distances and patchy comms.

7-14. When the squad's scattered across islands or sea bases, planning is the glue. Whether it's on land, a ship, or via a Zoom call with liaison officers, the playbook has to be tight, integrated, and ready for curveballs.

NEW RULES FOR THE WATER GAME

7-15. Running ops in a maritime zone flips the script on deep, close, and rear missions. Water cuts up the map, making teamwork across non-connected areas a must. Army peeps might even end up guarding beaches or pulling off their own island landings while feeding intel and fire support into Navy and Marine missions.

WHO RUNS THE ZONE?

7-16. Big picture: The Unified Command Plan sets the area of responsibility (AOR). Within that, joint ops areas (JOAs) are divvied up for specific tasks. For example, Indo-PACOM might carve out one JOA for the South China Sea and another for Korea—each with its own Army crew and goals.

7-17. Inside each JOA? Joint Security Areas (JSAs) act as the safe zones for supplies and staging. These spots might be spread out across islands or far from the action, but securing them is a top-tier priority.

CLAIMING THE MAP: ASSIGNING AOS

7-18. Areas of operation (AOs) get handed out like zones in a multiplayer match. Some AOs are nice and snug on one island; others might stretch across an archipelago, with gaps between where troops are stationed. The goal? Freedom to move, attack, and defend with max efficiency.

DEEP OPS: BREAKING BARRIERS

7-19. In the deep zone, the mission is to bust enemy anti-access (A2) and air defense (AD) systems so the squad can push forward. Recon, intel, and firepower lead the charge, softening enemy defenses for joint offensives.

CLOSE OPS: BOOTS ON THE GROUND

7-20. On the frontline, Army forces storm the beaches, drop in by air, or defend islands from enemy takeovers. These forward-deployed squads might be stuck holding the line solo for weeks, so pack extra snacks and ammo.

REAR OPS: SETTING THE STAGE

7-21. Rear ops are the backbone of the fight, handling logistics, staging troops, and keeping the supply train rolling—even if the train's a ship or a plane. Big distances mean big planning to keep everything flowing without bottlenecks.

7-22. Rear zones might be at sea, on islands, or airborne. Linking these support hubs is the lifeline of the mission, but they're also juicy targets for the enemy. Extra defense, like anti-sub tech and air defense, is non-negotiable.

SECTION III – MOVES FOR WATERFRONT WARS

7-23. When it's all about water wars, the Navy and Air Force are the MVPs, running the JFC's (Joint Force Commander's) playbook. The Army's job? Slide into the game plan, making sure their moves are on point with the big picture. From taking islands to keeping them secure, it's all about smart plays, synced teamwork, and staying a step ahead of the enemy. Whether it's faking out defenses, dropping in like a boss, or holding the fort, the Army's gotta bring the heat to the water game. 🌊 (Pro tips in ATP 5-0.1 and JP 5-0 if you're tryna go full brainiac on this.)

GET YOUR CHAIN OF COMMAND RIGHT

7-24. When the ocean's the playing field, it's all about letting the Navy and Air Force take the lead while the Army keeps it locked in with their plan. Everyone plays their role, and it's all about syncing up moves with the Joint Force Commander's (JFC) game plan.

PROTECTING THE HOT SPOTS

7-25. Big water zones mean spread-out battles, with key islands acting as the make-or-break zones. Army units gotta fortify, camouflage, and be ready to defend these critical spots—even when they're outnumbered. Whether it's stopping missiles or holding the line, these squads are the anchors of success.

LAND WINS THE WAR

7-26. Owning key islands isn't just about bragging rights; it's about locking down control for air and sea ops. Keep the enemy in the dark by smashing their recon and keeping their comms offline. Dig in, hold strong, and let the land game give your team the edge.

TEAM DEFENSE GOALS

7-27. Here's what Army forces are stacking up for in maritime battles:

- Knock drones and missiles outta the sky (counter-UAS and AMD).
- Hold the line on beaches, ports, and airfields.
- Be ready for anything wild, like chemical or biological attacks.
- Blow up enemy traps and keep the path clear (EOD).
- Build better, tougher bases while dodging enemy eyes.

KNOW THE ENEMY MOVES

7-28. The bad guys will try everything from sneaky drone strikes to naval bombardments. Stay ready with layered defenses and extra mobility to react to sudden attacks. Keep the gear moving, the comms buzzing, and make sure no surprise beach parties happen on your turf.

WHEN IT'S GO TIME: FORCIBLE ENTRY

7-29. Dropping into enemy zones by air, sea, or land? It's all about seizing that key real estate before the enemy knows what hit 'em. Whether you're parachuting in, riding in on a boat, or landing in full assault mode, the playbook includes:

- Wiping out enemy defenses.
- Controlling the drop zone.
- Making sure your backup team and supplies can follow smoothly.

BIGGEST CHALLENGE? AMPHIBIOUS ASSAULTS

7-30. Storming beaches while dodging bullets and bombs? It's the ultimate boss fight. Surprise is your best buddy here. Fake the enemy out with decoys, keep your moves quiet, and hit 'em where they least expect it. From clearing mines to setting up supply lanes, every detail counts.

KEEPING THE SQUAD FED AND ARMED

7-31. When you're spread out across islands, keeping everyone supplied is like running logistics on expert mode. Watercraft and air support are clutch, but it takes detailed planning to make sure the gear, food, and firepower land where they're needed—without enemy interruptions.

PRO MOVES FOR ARCTIC OPS

7-32. In the ice-cold north, even the roads, ports, and airstrips can betray you. Frozen terrain turns thawed mush, so prep everything to survive extreme weather. Any weak links in your setup? Fix 'em before it's too late.

Chapter 8

Leadership Vibes During Ops

This chapter lays down the basics of combat leadership. First up: how to flex your command skills, bring the vibes, make clutch decisions, and handle risk like a boss. Then, it breaks down how commanders run the show during ops. Finally, it wraps with tips on how leaders keep squads mission-ready while leveling up junior leaders and building fire teams.

SECTION I – SECTION HEADING

8-1. Leadership vibes in combat? It's all about the moves, mindset, and making sure your squad knows you've got their back. A great leader shows up, makes the tough calls, and empowers the squad to win, even in the messiest situations. Leadership isn't just about strategy—it's about trust, communication, and being ready to step up when it matters most.

BIG BOSS ENERGY (ART OF COMMAND)

- 🔥 Leaders who win, lead. Period. Soldiers roll with commanders who know the game, play smart, and inspire confidence.
- 🔥 Be tactical AF—know your team's skills, your enemy's game plan, and when to risk it for the biscuit.
- 🔥 Build a culture where your crew can think on their feet and flex some initiative.

The Midway Hustle (Initiative in Action)

Back on June 4, 1942, American naval aviators went rogue (in a good way) and pulled off a massive W in the Pacific War at the Battle of Midway. The Japanese squad, Kido Butai, hit Midway Island hard, but the U.S. carriers Hornet, Enterprise, and Yorktown sent out uncoordinated air strikes, hoping for the best. Once the pilots took off, they were out of radio range and had to vibe with old intel, instincts, and a bit of luck to find the enemy.

Lt. Cmdr. John Waldron, leading Torpedo 8 (Hornet), felt their air group commander had the wrong game plan. So, he called an audible, broke formation, and led his squadron on a new course. They found Kido Butai and attacked but got wiped out since they didn't have fighter cover. Torpedo 6 (Enterprise) rolled up next, tried the same move, and also took Ls without landing a hit.

Meanwhile, Bombing 6 (Enterprise) and Scouting 6 (Enterprise) had already launched but were coming up empty. Running low on fuel, their commander, Lt. Cmdr. Clarence McClusky, said, "Screw waiting for orders," and started searching the area. He spotted a Japanese destroyer, followed it, and stumbled upon Kido Butai right when Japanese fighters were busy wrecking Torpedo 8 and 6.

With the enemy distracted, McClusky called in the dive bombers. By pure timing, Bombing 3 (Yorktown) showed up too, and together they rained hell. Three Japanese carriers (Kaga, Akagi, and Soryu) were turned into fish condos, flipping the odds to a 3:1 carrier advantage for the Americans.

Waldron and McClusky didn't wait around for instructions—they trusted their gut and their mission. Their bold moves at Midway turned the tide and secured the dub for the U.S. Navy.

COMMANDING THE SCENE (PRESENCE ON THE FIELD)

- 🌟 Show up where it counts. Commanding from the front line? Risky but hella inspiring. Balance being out there and staying connected to the bigger picture.
- 🌟 Keep it calm and steady—your voice and vibes set the tone. Soldiers feel that energy.

MAKING MOVES (COMMANDER'S INTENT)

- 🎯 Clear goals, real talk. Soldiers need to know why they're out there, not just what to do.

- 🤝 Communication is key—get everyone on the same wavelength so they can vibe with the mission even if things go sideways.

BIG PLAYS ONLY (INITIATIVE & RISK)

- 💡 When the enemy switches up, don't freeze. Adjust and attack. Good leaders trust their crew to make moves when it matters.
- ⚡ Sometimes you gotta take that L in one area to score big elsewhere—calculate your risks and send it.

FLEXING THROUGH CHAOS (COMMS & C2)

- 📡 When comms get sketchy, mission command keeps the squad moving. Analog skills are the backup GOAT—practice them.
- 🎙️ Keep your team tight—direct, motivate, and make quick calls when the unexpected hits.

ADAPT & OVERCOME (BUILDING TEAMS & LEADERS)

- 🌱 Train the squad like future bosses. Give them room to learn, even if it means they trip up now and then.
- 💬 Talk it out. Trust is built when leaders show they're human and ready to listen.
- 🌎 Know your people and your partners. Collaboration is the cheat code to unity and fire results.

Glossary

Use chapter intro style for glossary introduction.

SECTION I – ACRONYMS AND ABBREVIATIONS

Acronym	Definition
AFK	away from keyboard
BRB	be right back
GG	good game
GOAT	greatest of all time
EZ	easy
IDC	I don’t care
IDK	I don’t know
IMO	in my opinion
IRL	in real life
JK	just kidding
KYS	keep youself safe
LOL	laugh out loud
NP	no problem
OMG	oh my god
OP	overpowered
RN	right now
SMH	shaking my head
TBH	to be honest
TFW	that feeling when
TMI	too much information
YOLO	you only live once
WTV	whatever
WYD	what you doing?
HMU	hit me up
IYKYK	if you know you know
FYP	for your page
PFP	picture profile
NPC	non-player character
FR	for real
LMK	let me know
GG EZ	good game, easy win

SECTION II – TERMS

Term

Definition.

6-7

Basically a challenge and password; they say 6-7; you clap back with a 6-7 of your own.

Bet

Agreement or approval; can mean "okay" or "watch me."

Bruh

Expression of disbelief, annoyance, or emphasis.

Bussin'

Something really good, especially food.

Cap

A lie; being untruthful.

Chill

Relax or stay calm.

Cracked

Exceptionally skilled (in gaming or anything else).

Dead

Finding something extremely funny.

Drip

Stylish or cool outfit/accessories.

Flex

Showing off or bragging.

FYP

"For You Page" on TikTok; refers to viral content.

Goblin Mode

Acting lazy or chaotic with zero concern for appearances.

Goated

Greatest Of All Time (GOAT); legendary status.

High-key

The opposite of low-key; being obvious about something.

It's Giving…

Used to describe the vibe or impression something gives off.

L

Loss; used when someone fails or something bad happens.

Low-key

Subtle or not wanting attention.

Mood

Used to express relatability.

No Cap

No lie; being truthful.

NPC

Non-Player Character; refers to someone acting predictably or robotically.

Oof

Used to express sympathy or mild disappointment.

Rizz

Charisma.

Ratio

When a reply gets more engagement than the original post, often as a form of disagreement.

Say Less

I understand or I'll do it right away.

Sheesh

Expression of amazement or disbelief.

Simp

Someone who does too much for someone they like.

Slay

Doing something amazingly well; excelling.

Sus/Sussy

Suspicious; sketchy (popularized by Among Us).

Sweat

Someone who tries really hard, especially in gaming.

Vibe

The overall feel of something; can mean chilling or enjoying something.

W

Win; used to celebrate a victory or achievement.

Wild

Crazy, unbelievable, or outrageous.

Woke

Being socially and politically aware.

Yeet

To throw something forcefully or express excitement.

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